

Atari

# HOW TO OPERATE THE FINANCIAL COOKBOOK PROGRAM



ELECTRONIC ARTS™

**For additional information, see the manual located inside the front cover of the package.**

1. Start up the disk as you would any other. Press **Return** to bring the Index of Recipes into the screen display window. Note: Owners of Atari XL computers must hold down the Option key while turning the computer on. You may let it up when the Electronic Arts logo appears on the screen.
2. Use the cursor movement keys to move the highlight from recipe name to recipe name. Press **Return** to bring the highlighted recipe onto the screen.
3. Type in a number, then press **Return** to move the highlight to the next item. Use the cursor up key to move back up so you can change an entry. The computer will automatically erase what's already there as soon as you begin typing a new number.
4. Press **ESC** to enter the command menu (the second line from the bottom of the screen) and **Return** to use the Compute command. Generally the display will jump back to an answer summary at the top of the table when the computation is complete.

### **SCROLLING THE DISPLAY**

To see parts of an answer or table which extend beyond the screen display window, use the cursor movement keys as though you were

trying to move the highlight off the top or bottom of the window. Press **ESC** twice to go immediately back to the top of the recipe.

## **THE COMMAND MENU**

Press **ESC** to enter the menu, use the cursor movement keys to select the command you want and press **Return** to do it. For more information, see A Summary of Financial Cookbook Commands in the manual.

## **USING THE PRINT COMMAND**

The Print command tells your printer to print everything from the title of the recipe in the display to the last line of its table. If that amount is longer than 66 lines, you must have continuous form paper in your printer to accommodate the output. If your printer prints everything on the same line, use the Profile command to change the "Send printer linefeeds" answer from "NO" to "YES".

## **USING THE PROFILE COMMAND**

Some entries – interest rate, inflation rate, etc. – come up in virtually every recipe. Use the Profile command to enter and save numbers for those items which you would like to have entered automatically each time you use a recipe calling for them. For more information, see the description of the Profile command in A Summary of the Financial Cookbook commands in the manual.



# Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$7.50.

Defective media should be returned to:

Electronic Arts  
390 Swift Avenue  
South San Francisco, CA 94080

in protective packaging, accompanied by (1) proof of purchase, (2) a brief statement describing the defect, (3) a \$7.50 check (if beyond the initial ninety day warranty period), and (4) your return address.

## WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY DOES NOT APPLY TO THE SOFTWARE PROGRAMS THEMSELVES. THE PROGRAMS ARE PROVIDED "AS IS."

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. ELECTRONIC ARTS SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Electronic Arts, 2755 Campus Drive, San Mateo, California 94403. Or call us at (415) 572-ARTS.

Unless identified otherwise, all programs and documentation are

© 1983 Electronic Arts.

105503